

ABSTRAK

PENGEMBANGAN VIDEO ANIMASI PEMBELAJARAN MATERI KECELAKAAN KERJA DAN PENYAKIT AKIBAT KERJA PADA MATA KULIAH K3

(Hizkia Parsaulian 2025: 90 Halaman)

Keselamatan dan Kesehatan Kerja (K3) merupakan materi penting dalam perkuliahan di Jurusan Teknik Komputer, namun metode konvensional masih menyulitkan mahasiswa memahami topik kecelakaan dan penyakit akibat kerja. Penelitian ini bertujuan mengembangkan media pembelajaran berupa video animasi 3D menggunakan metode *Multimedia Development Life Cycle* (MDLC), yang meliputi enam tahap: concept, design, material collecting, assembly, testing, dan distribution. Media dikembangkan dengan Blender dan Adobe Premiere Pro, menampilkan konten interaktif mengenai kecelakaan kerja, penyakit akibat kerja, penggunaan alat pelindung diri (APD), dan pencegahannya. Evaluasi dilakukan melalui pre-test dan post-test terhadap 41 mahasiswa Teknik Komputer Politeknik Negeri Sriwijaya. Hasil menunjukkan peningkatan rata-rata nilai dari 41,71 menjadi 88,54. Penilaian dari ahli media dan materi menempatkan media ini dalam kategori “sangat layak” dengan skor di atas 80%. Dengan demikian, media animasi 3D ini efektif meningkatkan pemahaman mahasiswa serta menunjang proses pembelajaran K3 secara menarik.

Kata kunci : media pembelajaran animasi, K3, kecelakaan dan penyakit akibat kerja, kuliah, metode MDLC

ABSTRAK

DEVELOPMENT OF ANIMATION VIDEO FOR LEARNING MATERIALS ON WORK ACCIDENTS AND OCCUPATIONAL DISEASES IN THE K3 COURSE

(Hizkia Parsaulian 2025: 90 Pages)

Occupational Safety and Health (OSH/K3) is an essential subject in the Computer Engineering Department, yet conventional teaching methods often hinder students from fully understanding topics related to work accidents and occupational diseases. This study aims to develop a learning media in the form of a 3D animated video using the Multimedia Development Life Cycle (MDLC) method, which consists of six stages: concept, design, material collecting, assembly, testing, and distribution. The media was developed using Blender and Adobe Premiere Pro, presenting interactive content on various types of work accidents, occupational diseases, the use of personal protective equipment (PPE), and preventive measures. Evaluation was conducted through pre-test and post-test involving 41 Computer Engineering students at Politeknik Negeri Sriwijaya. The results showed a significant improvement in the average score from 41,71 to 88,54. Expert evaluations in media and material placed the developed animation in the "highly feasible" category with scores above 80%. Thus, this 3D animation media is proven to be effective in enhancing students' understanding of K3 materials and supporting a more engaging learning process.

Keywords : *animated learning media, occupational safety and health, college, MDLC method*